



"Building and battling Gunpla is merely a hobby. Unlike the Mobile Suit Gundam story, we're not in a state of war, and we don't have to put our lives on the line. It's just played for pleasure. But... No, for that very reason people can be enthralled by Gunpla and Gunpla Battle."

- Mr Ral

To battle against another player in Build Fight System, it is essential that the player creates a profile. Profiles are created and posted on the r/buildfightssystem Reddit page using a template. Profiles are an easy way to display the weapons, stats and abilities of a mobile suit for use in a match, and also provide a great way for moderators or visitors to look over your mobile suit.

Creating Your Mobile Suit

The first part of entering Build Fight System is the most obvious- build your mobile suit! Mobile suits of all grades, sizes and categories are accepted in Build Fight as well as ships or mobile armours. A general rule is that the entry must be a model kit, and must have some relation to Gundam- in either its theming, or its origins. Third party kits are permitted in Build Fight System, but bootlegs are not.

All mobile suits are permitted in Build Fight System- though custom builds tend to be the most successful. If entering a straight-build, consider using a top coat to ensure a less toy-like finish. When building a customized mobile suit, consider the weaponry and the combat role that it will fulfill- a pistol may be of some use as a side-arm to a sniping mobile suit, but a melee weapon will be of little use.

A mobile suit also needs to be photographed to be entered into the Build Fight System. To ensure that GMs are able to see your mobile suit, it is essential that photographs displaying the front, side and rear view are taken. Images of your suit equipped with any weapons you wish for it to use are also required. To give GMs an easier time with evaluating your suit, consider using a light box or white sheet of paper behind your mobile suit.

Profile Creation: Start Up

To begin creating your Gunpla's profile, first open the profile template. This can be found here: [X](#). Next, copy the entire sheet and paste it into a new Google Sheet. The player is now ready to start!

Begin the sheet by filling in the name of your mobile suit and its pilot. Your pilot can be based on a roleplay character you will use in battle and is recommended, but not necessary. In Cell C3, right click the 'Images' heading and use the 'Insert Link' feature to link to an album of a gunpla in various poses. Imgur is recommended as an uploading service to upload your images in an album format.

Below this, include the name of the suit that your design is most inspired by.

Many mobile suits in Build Fight System also have a theme song that may play at key moments during a fight. This can be included on the right side of the document

Frames

The most crucial decision of your Gunpla's build are made here. Undoubtedly, the player will already have made some decisions about how they wish their mobile suit to fight, and this can be reflected in the distribution of stats between Melee, Ranged and Defense. Melee and Ranged stats are used when making attack rolls, while Defense is used when being attacked.

7 points are provided to distribute within these three sets.

Defense is given a default +8 when written on a profile sheet.

DR has a total cap of 6

Next, the player must select the frame that they wish their mobile suit to have. Frames are based around a mobile suit's size, and factor into its HP, DR and various other factors. These are listed below.

Frame	Light	Medium	Heavy
HP	25	30	35
Movement Cost (Per hex)	.5GP	1.5GP	2GP
Damage Reduction	2DR	3DR	4DR
Carry Limit (Slots)	8	10	12

Detailing

Detailing is a way to reward players who put extra effort into the creation of their Gunpla. Mastery of the art of Gunpla requires a great variety of skills to be put into place- and this is rewarded through extra points that can be placed into HP, DR, ranged, melee or movement cost. The Final score is determined by the GM and is based on your pictures of the suit. Better pictures allow for better judgment of your suit- so use a lightbox or white sheet of paper if possible!

Detailing can be attributed by the following means:

Attribute Increase	Detailing Point Cost
+2 HP	1
+1DR (up to 6)	2
+1 Ranged attack	2
+1 Melee attack	2
+1 Defence	2

You may also spend Detail Points to reduce your movement cost. You may only pick ONE of the options below. (they may not be combined)

Move cost reduction	Detailing pont cost
-0.5 GP per hex	2 Detailing points
-1GP per hex	5 Detailing points
-1.5 GP per hex	8 Detailing points

Detail points can be gained from these categories:

	Level 1	Level 2	Level 3
Painting	Suit is partially painted.	Suit is painted completely. Seam lines are not visible.	Suit is completely painted in a skilled manner. Weathering or topcoat used to finish the suit cohesively.
Detailing	Details of the suit have been painted in/panel lined. Stickers replaced with paint or waterslide decals.	Small details have been added to the suit via aftermarket/spare parts	New details have been added to the suit via panel line scribing and small pla plate additions
Kitbashing	New parts added to the suit.	Different kits used to create a new suit or highly modify an existing suit	Different materials and kits used in a skilled manner to modify existing parts or form new ones.
Scratchbuilding	Pla plate used to attempt making new parts	Various materials used to attempt making new parts or modify existing parts	Various materials used in a skilled manner to modify or create new parts. New parts do not appear out of place.

In order to ensure fairness, and to encourage the growth of the player's building skills, all modifications made to a kit must be completed to a high standard in order to be accepted. For example, cutting the tip off a rifle and loosely gluing styrene tubing in would not count as a variable weapon. Low effort modifications are not encouraged and, if appropriate, detailing points can be denied by GMs. Therefore, put everything you have into your modifications and ensure that your Gunpla shine! While modifications may sometime seem intimidating, making your perfect kit is merely a question of time, effort and learning experience.

Prefixes

Prefixes are a selection of predetermined categories that help to specialise the player's suit in the way it battles. The player is able to select one 'Suit' class and one 'Style' class. Suit class refers to the way in which the suit is constructed, while Style refers to the way in which it fights.

Suit Classes

Suit Class	Effect	Requirements
All-Rounder	+1 to attack rolls. +1 to defense.	None
High Mobility	Suit gains 2 free hex movements during turn.	Suit is a high-mobility design. Suit is equipped with large thruster bells or propellant tanks.
Armoured	+5 to HP. Suit not affected by light machine guns and vulcans.	Heavily armoured suit (Guncannon II, The O, Gundam Virtue).
Special Use	+3 to all remote weapon damage. (funnels, wire guided, IV's)	Suit designed around remote weapon use. Can only be equipped with a single medium non-remote weapon and any number of small. (Qubeley, Turn-X, Bertigo).
Aquatic	1 free hex movement in water per turn. No penalty cost to move over water.	Suit is designed for underwater use (Aqua GM, Acguy, Hygogg).
Transformable	No cost to activate Transformation System.	Suit is built with a transformation system (Re-GZ, Rezel, Bawoo).
Thruster	No penalty cost to move over water. Jump action takes 4GP regardless of Frame Size.	Suit has large boosters/thrusters (Zeong, Byarlant Custom)
Nuclear Survivalist	Suit takes no damage from nuclear warhead fireball.	Suit is heavily built (GP02 Physalis, Virtue).
Bulwark	You gain the barricade class shield, but can not equip any other shields. <i>Cannot be combined with melee specialist style</i>	At least 3 or more medium or large shields or a full body "cloak". (Kshatriya, Full Armor gundam, Deathscythe, Master Gundam)
Powerhouse	Your melee weapons deal their slot cost in extra damage (unarmed does +1 damage)	Powerful build, ranged weapons of slot cost 1 only. (Barbatos, Maxter Gundam, Bolt Gundam)

Suit Styles

Suit Style	Effect	Requirements
Melee Specialist	+2 to melee attack rolls	Suit is equipped with a melee weapon and up to 3 slots in ranged. (Gundam Barbatos, GM Striker).
Martial Artist	+2 to unarmed weapon damage. Allows new weapon 'Martial Arts Projectile'	Suit is equipped only with unarmed weapons. Martial Arts Projectile takes stats of medium rifle.
Sniper	Sniper preparation time is reduced to one turn. Sniper rifle range +4. Pistol and heavy pistol Range +2.	Suit is equipped with a sniper rifle.
Artillery	Giant Rifle preparation time is reduced to one turn. Increase of 2 hex range for all rocket, missile and heavy rifles/machine guns.	None.
Close Combat	+2 damage to shotguns within 4 hexes range.	Suit is equipped with close-combat weaponry.
Ambush	Suit has the ability to lay trip mines. To do this, place two mines within 10 hexes distance and draw a line between them. Trip mines do twice as much damage as regular mines. No attack roll needed.	Suit is equipped with mines.
Mach	Suit can only move forwards with changes in direction to one diagonal hex left or right. Movement cost cut by half. To turn further, suit must perform a turning action (4GP) which costs a turn of movement.	Suit features many boosters and an elongated design.
Remote Weapon	+2 damage to remote weapons. (funnels, wire guided, IV's)	Suit is equipped with remote weapons. Suit only has weapons of medium size or below (Qubeley, Farsia).
Grunt	+2 to ranged weapon range	None
Dual Wielder	+1 to multi-weapon firing bonus of both weapons	None
Armsmaster	Suit gains 2 extra slots for weapons only.	None
Assault	Suit gains +2 damage to weapons with medium range (4-6 hex) pre-modifier	Suit is equipped with a medium (4-6 hex) range weapon
Grappler	+2 range to grappling hook.	Suit is equipped with a grappling

	Suit can use grappling hook to move around the battlefield. If aimed at red hex, suit can move freely to the closest side with ranged terrain roll. Cost of 4GP.	hook and is a light/medium frame.(Graze Schwalbe, Gundam Age 2 Darkhound)
Duelist	Your defence against melee attacks is 2 higher, you get a +3 bonus on weapon clash rolls.	melee weapons no larger than medium. (Gundam Vidar, Rose Gundam, Gyan)

Weapons

Weapons are equipped onto a suit by including them in a weapons table. A mobile suit enters the battle with only weapons that it can hold at the same time. A suit is also limited by the carry limit of its frame- but bear in mind any systems that you may also wish to equip. If a weapon is mounted to a shield, this must be noted in the [Notes] section of the weapon.

Weapon Type	Range	Damage	Slot Cost	GP Cost	Examples
Unarmed Melee	1	4	0	3	Kicks and punches. Equipped by default- costs no slots.
Martial Arts Technique	4	6	1	5	G-Gundam Punches, Build Burning Jigen Haoh moves
Pistol	3	6	1	4	Rick Dias Beam Pistol, Beam Pistol.
Heavy Pistol	4	8	2	6	Pierces (but not destroy) orange terrain 1 hex Zaku Amazing Revolver, The End Revolver.
Light Rifle	4	4	1	4	Strike Noir Shorty Beam Rifle.
Medium Rifle	5	6	2	5	RX-78 Beam Rifle.
Heavy Rifle	7	10	3	7	Zeta Gundam Mega Launcher, Tallgeese III Mega Beam Cannon.
Giant Rifle (see special rules)	9	18	4	10	Hyaku Shiki Mega Bazooka Launcher, Gundam DX Satellite Cannon, FAZZ Hyper Mega Bazooka Launcher.
Sniper Rifle (see special rules)	10	14	2	8	GM Sniper II Sniper Rifle, Dynames Sniper Rifle.
Vulcan	2	4	1	2	A set of vulcans (Pair).

Light Machine Gun	3	6	1	3	Gundam Sandrock Kai Beam Machine Gun, Gundam (G) Machine Gun
Medium Machine Gun	4	8	2	4	Gerbera Tetra Beam Machine Gun, Hyakuri Machine Gun
Heavy Machine Gun	6	12	3	7	Xeku Eins Machine Cannon, Sazabi Beam, Heavyarms Gatling, Gouf Custom Gatling
Light Shotgun	5	4 (10 at 2 hex range)	2	5	Kampfer Shotgun Requires 1 turn cooldown after use
Heavy Shotgun	4	2 (12 at 2 hex range)	2	6	Buster Gundam Anti-Armor Shotgun Requires 1 turn cooldown after use
Small Melee Weapon	1	8	1	3	Beam Knife, Armor Schneider, Gabthley Claws
Medium Melee Weapon	1	10	2	4	Beam Saber, Gerbera Straight,
Large Melee Weapon	2	12	2	6	Destroyer Lance, Anti-Ship Sword, Barbatos Mace
Giant Melee Weapon	3	14	3	8	Can only be carried by medium and large frames. (Demolition Knife, Helmwig Blade)
Stun Rod	3	8	1	6	Drains 3GP from opponent on their next turn following a successful hit. (Gouf Heat Rod, Efreet Nacht Cold Blade, Epyon Heat Rod.)
Grenade	4	10	1	5	Can be thrown over cover at -2 attack roll penalty Disposable after 1 use. (Cracker Grenade, Jegan Grenade Rack.)
Light Rocket Launcher	6	10	2	6	Hyper Bazooka, Zaku Bazooka.
Missile Pod	5	8	1	3	Gundam Mark-V missile pods, Zaku II 3-tube missile pod, BuCUE missile launcher Disposable after 1 use.
Heavy Rocket Launcher	6	10 (1 Hex AOE)	3	8	Gae-Bulg Rail Bazooka, Palace Athere missile pack.
Flame-thrower	4	8 (4/4 between turns)	2	5	Daughtress Flamethrower, Altron Flamethrower, Super Napalm. Damage impacts over two turns. Drains DR on both turns.

Nuclear Warhead Launcher	12	16	3	10	GP02 Atomic Bazooka, MG Turn A Nuke Either warhead or launcher must be present upon the suit. Disposed after 1 use.
Grappling Claw	4	4	1	7	Hit target is pulled 2 hex towards attacker. Can also be used to activate melee/ranged interactive tiles from afar.

Equipment

Equipment functions in an identical way to regular weaponry- however, it does not need to be targeted at an opponent to be deployed. If the player does wish to deploy equipment upon an opponent's mobile suit, the procedures are the same for a regular attack- that it is in range, and that the players attack roll plus ranged score beat the opponent's defense.

Type	Range	Damage	Slot Cost	GP Cost	Examples/Notes
Mine	1 (Dropped)	14	1	3	Kampfer Mine-rack (Placed), Zaku Mine-Layer Max of 4 can be placed per match.
Chaff	1 (Dropped) /6 (Fired)	0	1	5	Hazel Custom Multipurpose Weapon Latch, Any Rocket Launcher Produces six clouds of chaff around the target spot. Chaff cloud creates -3 advantage to any attack fired through it. Can only be used once per Chaff equipped.

Sub arms

Some suits use small secondary arms to carry additional weapons. You may only have set of sub arms, in order to count as sub arms the model must have (sub) arms with mechanical hands capable of holding multiple items.

Small Sub Arms	Allows +1 'free' slots for weapons equipped in the sub arms only. (The O sub arms, Advanced Hazel sub arms.)
Medium Sub Arms	Allows +2 'free' slots for weapons equipped in the sub arms only. (Gusion Rebake, Rebake Full City)
Large Sub Arms	Allows +3 'free' slots for weapons equipped in the sub arms only. (Gigantic Arms Unit, Gaeon Big Arms) M

Shields

In order to defend properly against opponents, some mobile suits may wish to use shields as a method of defense. Any suit can only have one shield system, if a model is build with multiple shields you shift up one size of shield. You may however have 2 small shields for 3 slots total.

Shield Size	Hit points	Shield Use Cost	Slot cost	Examples
Small	6	3gp	1	Gundam Local Type Shield, Claw Shield, GN-X Shield
Medium	12	4gp	2	RX-78 Shield, Victory Beam Shield
Large	18	5gp	3	Frame Shiden Shield, GP02 Physalis Radiator Shield, double medium shields

The Barricade class shield is only available to suits with the Bulwark Class.

Barricade	24	6gp	--	Multiple large shields, Kshatriya
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Systems

Systems take up one carry slot each. For Core Fighter, Rideable Vehicle, and Independent Vehicle, the carry slot only pays for the ability to separate, not for any weapons or systems on them. These come out of the main suit's carry capacity, regardless of any usage limitations.

System Name	System Effect	System Type/ Duration	Activation Cost	Effect Description
Improved Output	+2 free movement hexes per turn, +1 to all damage -3 gp for 3 turns after duration.	Activated. 3 turn duration (once per game)	5GP	Activates Improved Output system- provides faster movement and increased damage. E.g,Metal Peel Off, A.L.I.C.E, Trans-Am.

Improved Mental	+2 to defense, +1 free movement hexes per turn. -5 to HP	Activated. 3 turn duration (once per game)	5GP	Activates Improves Mental system- provides direct impact upon pilot's performance. E.g ZERO system, Alaya-Vijnana System, EXAM.
Independent Vehicle	Deploys an Independent Vehicle	Activated	8GP- Detach 4GP-Reattach	Deploys an IV system from a mobile suit. IV operates with ¼ of mobile suit's max health. IV shares main stats with parent suit.
Core Fighter	Deploys a Core Fighter	Triggered	free	When a mobile suit hits 0Hp, it can activate a Core Fighter. This produces one Core Fighter which shares stats with a light frame with 6HP.
Ridable Vehicle	Detaches a Ridable Vehicle	Activated	5GP	Detaches or reattaches from a ridable vehicle. The ridable vehicle cannot be used while it does not have a mobile suit connected to it.
Transformation	Allows a mobile suit to transform	Activated	2GP	Sends a mobile suit into a transformed state. This gains +2 to either movement or defense. If an aerial transformation, avoids cost for moving over water.
Energy Field	Activates an I-Field or GN Field	Activated	2GP per turn	Activates an generated field. This provides +2 DR to any defenses when defending against ballistic attacks (GN field) or Beam attacks (I-Field). Lasts three turns.
Combining Weapon	Combines two weapons into one	Activated	5GP	Combines two weapons into one. Gives +3 damage to one weapon's base stats, ontop of that suit's stats.
Funnel System	Activates a set of funnels	Activated	6GP	Deploys a funnel set into battle. Funnels can be deployed for 5 turns. Begins with 1HP, 8 defense, .5GP movement cost. Equipped with light rifle. Max of two can be deployed per suit at once.
Heavy Funnel System	Activates a heavy funnel	Activated	8GP	Heavy funnels can be deployed for 3 turns.Begins with 1HP, 8 defense, 1GP movement cost. Equipped with medium rifle. Max of two can be deployed per suit at once
Shield Funnels	Deploys a set of shield funnels	Activated	6GP	If shield funnel blocks LOS, opponent cannot fire through.Begins with 8 defense, 2GP movement cost. Each shield funnel begins with 5HP. Max of 2 can be deployed per suit at once. Shield Funnels break LOS.
GN Fang	Deploys a GN Fang Cluster	Activated	7GP	Fin Fangs move at 5 hex per turn on deployer's turn only. Defence 8 Destroyed by any attack. If the Fang moves into 1 hex range, perform medium melee attack. Regardless of success, the Fangs are then destroyed.
Throwing Arm	Allows Throwing Attacks	Activated	Variable	Allows Throwing action.

Wire-Guided Weapons

Wire-guided Systems consist of a manipulator which extends from the main mobile suit on a wire. When activated, a wire-guided weapon may extend to up to 3 hexes. You may not cross red or orange hexes to reach this point, but may move around corners. A GM will construct a wire icon for you. The token and wire stay in place until the start of your next turn. Enemies may attack the token or it's Wire. Wire-guided weapons have a base 8 defence, and are destroyed after a single hit. Wire guided weapons benefit from the Special use class and remote weapon style, but no other classes, styles or systems apply.

Weapon Type	Weapon Range	Weapon Damage	Slot Cost	GP Cost	Examples/Notes
Melee	1	8	1	5	Lupus Rex tail
Ranged	4	4	1	6	INCOMs

Passive Systems

Passive systems are systems gained by including certain elements in a Gunpla's build. These passive systems cost 1 slot to equip to a suit. Only one passive system can be granted per mobile suit.

Name	Required Parts	Effect
Enhanced Sensor	Equipment which allows mobile suit to target and detect opponents from a longer range. E.G GM Sniper II visor, Ex-S Gundam radome	+1 range to all ranged weapons
Extended Arms	Suit's main arms are longer than average. E.G Barbatos Lupus Rex, Hygogg	+2 range to all melee weapons
Boosters	Suit has many boosters or large disposable fuel tanks. E.G Psycho Zaku II, Sinanju	Boost Ability equipped
Armour Purge	Suit removes number of surfaces and at least 1 weapon to become 'Purged'. A surface must be present beneath.E.G FA RX-78, FAZZ	Suit may assign up to 4 weapon slots as 'Purging' weapons'. Unusable during normal play. Once suit reaches half health, purging weapons are available.
Armoured Surface	Painted surface corresponds to paint effect from original series. E.G Nano-laminate paint, Phase Shift Armour	-1 damage from rifle,machine gun, pistol and vulcan attacks

	(Must be listed in Gundam Wiki 'Equipment' section)	
Resupply	Mobile Suit must appear 'Real-esque' (Lack of flashy weaponry, realistic colour scheme) E.G GM, Nemo, NT-1.	Disposable weapons can be used twice
Overcharge	Mobile Suit is equipped with a giant rifle	You may fire the giant rifle for a third turn, but it costs 5hp to do so.
Capacitors	Suit is equipped with sniper rifle	You may fire as sniper rifle without charging it for a round, but it and this system are destroyed afterwards.

Posting Your Profile

Congratulations! If you've gotten this far, then your Gunpla profile is complete. You are now ready to post it to /r/buildfightssystem and officially enter your suit into any tournament. To do this, head over to the subreddit and click 'Submit a new link'. Then, submit a link of your Gunpla's Imgur album into the link section and post a link to your Gunpla sheet in the comments. Then, you're all done!

Qualities

Once a player reaches 10 kills, they may select a quality. These qualities are small modifiers which change the way a player can move, often providing both penalty and benefit.

Name	Effect
Alaya Vijnana	Player's HP begins with an 8HP penalty. Player has 2GP more to spend per turn.
Coordinator	Gain four GP/Turn for every Critical Hit you perform
Innovator	While improved output system activated, reduced weapon/equipment cost by 1GP
Newtype	Begin matches with 2 charges. When opponent declares attack, user can autododge attack by moving 1 hex in any direction. Next turn begins with -5GP.
Cyber Newtype	Begin matches with 6 charges. When opponent declares attack, user can autododge attack by moving 1 hex in any direction. When this occurs, roll 1d20. If 1,

2 or 3 are rolled, apply 8 damage to the user's mobile suit. Next turn begins with -5GP.

BUILD FIGHT SYSTEM

FIGHT FOR YOURSELF
CUSTOMIZE WITH ALL YOUR MIGHT

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This brings to a close the basics of Profile Building in Build Fight System! If you have any additional questions that are not solved on this sheet, please contact a moderator- or enter the group Discord chat!